

TRADE FEDERATION BLOCKADE

MISSION 1#01



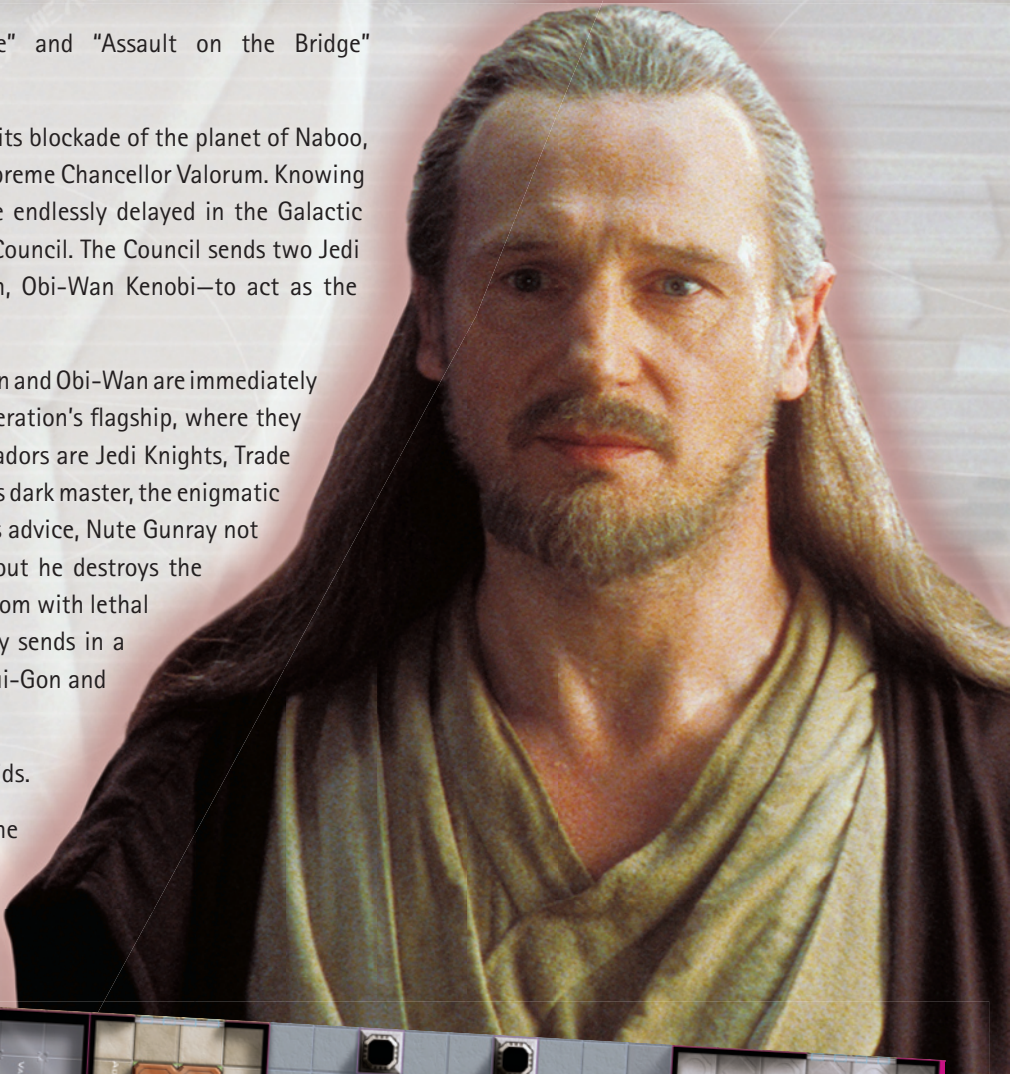
Linked Mission: "Trade Federation Blockade" and "Assault on the Bridge" are linked missions.

When the Trade Federation refuses to withdraw its blockade of the planet of Naboo, Queen Amidala sends a plea for assistance to Supreme Chancellor Valorum. Knowing that any attempt to arrange official aid will be endlessly delayed in the Galactic Senate, Valorum instead turns to the Jedi High Council. The Council sends two Jedi Knights—Qui-Gon Jinn and his young Padawan, Obi-Wan Kenobi—to act as the Chancellor's ambassadors.

Arriving at the Trade Federation blockade, Qui-Gon and Obi-Wan are immediately ushered into a conference room aboard the Federation's flagship, where they wait ... and wait. Having heard that the ambassadors are Jedi Knights, Trade Federation Viceroy Nute Gunray has contacted his dark master, the enigmatic Darth Sidious, for instructions. On the Sith Lord's advice, Nute Gunray not only launches a full-scale invasion of Naboo, but he destroys the Jedi's consular ship and floods the conference room with lethal gas. When the gas begins to clear, Nute Gunray sends in a contingent of battle droids to make sure that Qui-Gon and Obi-Wan are truly dead.

But the Jedi Knights have a surprise for the droids.

"Trade Federation Blockade" tells the tale of the attempted negotiations between the Republic ambassadors and the Neimoidians—and the Neimoidians' treachery. Use the center section of the *Clone Strike* Starter Set map to represent the Trade Federation battle cruiser. Use the Power Station tile to represent the conference room where Qui-Gon Jinn and Obi-Wan Kenobi await the Neimoidians; place it over the Security Post and Bank Office section of the Muunilinst map. Treat the borders of the tiles as walls, with the exception of a pair of doors located where the doors on the Security Post are indicated.



MAP KEY

Republic Setup Area Separatist Setup Area

REPUBLIC SETUP

The Republic force consists of Qui-Gon Jinn and Obi-Wan Kenobi, totaling 76 points. If the Republic player chooses not to use the suggested forces listed below, she can build a 76-point force of her own, but it must include at least one unique character (such as General Kenobi). In addition, the Republic player places a 1-inch-by-1-inch tile upside-down on the battle grid to represent the protocol droid TC-14. (See Special Scenario Rules, below, for more information on the protocol droid.)

The Republic player can set up her characters, including TC-14, anywhere on the Power Station tile.

Jedi Knights: Qui-Gon Jinn	40
Obi-Wan Kenobi (General Kenobi)	36
	76

VICTORY CONDITIONS

The Republic player wins by accomplishing the following two goals:

**Escape the Trap:** Both Qui-Gon Jinn and Obi-Wan Kenobi must survive the encounter with the Trade Federation's battle droids.

**Destroy the Droids:** The Jedi must defeat all of the droids (including any Destroyer Droids that join in the battle).



Qui-Gon Jinn



Obi-Wan Kenobi

SEPARATIST SETUP

The Separatist force consists of a squad of Security Battle Droids led by a Battle Droid Officer. If the Separatist player chooses not to use the suggested forces listed below, he can build a 81-point force of his own.

The Separatist player can set up his characters anywhere in the Grand Plaza area of the battle grid.

Trade Federation Droids: Battle Droid Officer	9
9 Security Battle Droids	72
	81

VICTORY CONDITIONS

The Separatist player wins by accomplishing the following goal:

**Kill the Jedi:** The battle droids must defeat both Qui-Gon Jinn and Obi-Wan Kenobi. If they do so, the Separatist player wins the scenario. (Defeating only one of the Jedi does not count as a victory, but it prevents the Republic player from accomplishing her Victory Conditions.)



Battle Droid Officer



Security Battle Droid

SPECIAL SCENARIO RULES

The following special rules are in effect for this mission:

**Gas:** When the scenario begins, the conference room (represented by the Power Station tile) is full of poisonous gas. Though this gas provides cover to anyone within it, any character in the area at the end of his turn must immediately make a save of 11 or take 10 points of damage from exposure to the toxin. Droids are immune to the gas's effect.

**Force Powers:** Qui-Gon Jinn and Obi-Wan Kenobi both may use the Force Jump and Force Push powers. See Special Rules (page 91) for more information on these Force Powers.

**Protocol Droid:** The cowardly Neimoidians have sent a protocol droid, TC-14, to occupy the Jedi Knights until they are ready to spring their trap. Being a protocol droid, TC-14 is programmed to serve, and so is under the control of the Republic player. TC-14 has the following statistics:

TC-14

Cost	6
Hit Points	30
Defense	15
Attack	+0
Damage	—

**Special Abilities:** *Droid*—A droid character doesn't take double damage from critical hits and cannot be healed. It can be repaired. It is not subject to commander effects.

*Draw Fire*—If an enemy targets an ally within 6 squares of TC-14, you may force that enemy to target TC-14 instead, if it can. The attacker can resist this effect with a save of 11. You must decide whether to use this ability before the attacker makes the attack roll.

**Separatist Reinforcements:** If the Separatist initiative roll is an even number, place two additional Security Battle Droids on the battle grid in the Power Center or Weapon Shop. Both Security Battle Droids must be placed in the same area.

If the Separatist initiative roll is a natural 20, place two additional Security Battle Droids on the battle grid as detailed above. In addition, place two Destroyer Droids on the battle grid in any of the three yellow-striped "crossing areas" on either side of the Grand Plaza. Both Destroyer Droids must be placed in the same area.

These reinforcements are placed on the battle grid immediately before the Separatist player's first activation of the round.

CAMPAIGN PLAY

If you are playing this mission as part of the *Ultimate Missions: Clone Strike* campaign, both the Republic and Separatist player have 80 points available from their pool of forces. Each player gets 1 Victory Point for fulfilling his or her Victory Condition. □